

CAMP LEFEBER MERIT BADGE SIGNUP

- It's time to sign up for the Merit Badges you will be doing at Camp Lefebber! Please read the information below. It is important in selecting your badges.
- Each Scout **MUST** sign up for at least 2 merit badges. Some of you can do three, depending on the times. Do not sign up for more than three.
- A lot of badges require some work to be done at home before coming to camp. Make sure it is done!
- Some badges have extra fees to cover the cost of materials. These fees are paid at camp.
- Check the attached schedule. Do not sign up for 2 merit badges that meet at the same time. Most are offered multiple times during the day.
- Try to avoid badges that meet at 9:00 AM if at all possible.

Turn in the attached form as soon as possible!

CAMP LEFEBER MERIT BADGES

AMERICAN HERITAGE: Can easily be done at home.

ARCHAEOLOGY: Difficult but interesting. Side trip to a dig site. Not for first year Scouts. \$5 fee

ARCHERY: Good to do at camp. \$3 fee

ASTRONOMY: Might not be able to finish at camp. Depends on weather.

ATHLETICS: Not recommended to do at camp.

BACKPACKING: Not recommended. Cannot be completed at camp.

BASKETRY: Good to do at camp. \$20 fee

BIRD STUDY: Difficult. Must do some prior work.

CAMPING: Good for second year campers

CANOEING: Good. Must be a swimmer

CLIMBING: Good for older Scouts. Must be 13 years old.

COOKING: OK, but work must be done before coming to camp.

CYCLING: Do not do at camp.

EMERGENCY PREPAREDNESS: Must have First Aid Merit Badge. Just as easy to do at home.

ENERGY: Good to do at camp.

ENVIRONMENTAL SCIENCE: Excellent badge to do at camp

FISH & WILDLIFE MANAGEMENT: Good badge to do at camp

FISHING: Might not finish at camp. Depends on your luck.

FLY FISHING: Might not finish at camp. Depends on your luck.

FORESTRY: Good badge to do at camp.

GEOCACHING: New Merit Badge.

GEOLOGY: OK to do at camp.

GOLF: OK to do at camp. \$10 fee

HIKING: Do not do at camp.

HORSEMANSHIP: \$60 fee. One whole day.

INDIAN LORE: Good badge to do at camp.

INSECT STUDY: Do not do at camp!

LEATHERWORK: Good badge to do at camp. \$5 fee

LIFESAVING: Must have Swimming MB. Difficult, but good to do at camp.

MAMMAL STUDY: Excellent badge to do at camp.

METALWORK: Excellent badge to do at camp. \$2 fee

MUZZLE LOADING: \$15 fee. Difficult (Not for those with Rifle Shooting MB)

NATURE: Good badge to do at camp.

OCEANOGRAPHY: Difficult, but OK to do at camp.

ORIENTEERING: Difficult but OK to do at camp.

PERSONAL FITNESS: Do at home.

PIONEERING: Not for first year campers.

PLANT SCIENCE: Very Difficult.

PULP & PAPER: OK to do at camp

REPTILE & AMPHIBIAN STUDY: Good badge to do at camp.

RIFLE SHOOTING: Difficult. NOT FOR FIRST YEAR CAMPERS

ROWING: Good to do at camp.

SHOTGUN SHOOTING: Difficult. NOT FOR FIRST YEAR CAMPERS

SMALL BOAT SAILING: Can be difficult. Depends on weather.

SOIL & WATER CONSERVATION: OK to do at camp.

SPORTS: Do at home.

SWIMMING: Excellent to do at camp.

WEATHER: Good badge. Some work must be done prior to camp.

WILDERNESS SURVIVAL: Excellent badge to do at camp.

WOOD CARVING: Good badge to do at camp. \$4 fee.

Some merit badges have requirements that must be completed prior to camp

Merit Badge	Pre Camp Requirements	Skill	Comments	9a.m.	10a.m	11a.m	2 p.m.	3 p.m.	4 p.m.	Location
American Heritage									X	Iron Springs
Archeology	4, 10	1						X		Iron Springs
Archery		2	A, B \$3	X	X	X				Archery Range
Astronomy		2	E				X			Nature Lodge
Athletics	3, 5, 6b	2						X		Athletics Field
Backpacking	6b, 8c, 10, 11	2	F						X	High Adventure
Basketry		1	A, E \$20	X			X			Iron Springs
Bird Study	5, 6	1				X				Nature Lodge
Camping	4b, 8c, 8d, 9	2	F	X		X				Scoutcraft
Canoeing		2	C	X	X					Waterfront
Climbing		3, 4	E, D			X		X		Climbing Wall
Cooking	3, 4, 5, 6, 7	2	E		X	X				Scoutcraft
Cycling	8, 9	2	E, F	X						High Adv.
Emergency Prep.	1, 2c, 6b, 6c	2	E		X			X		Scoutcraft
Energy	4	2				X				Nature Lodge
Environmental Science		2	E	X			X			Nature Lodge
Fish & Wildlife Mgmt	5	2	E				X			Nature Lodge
Fishing		1		X		X				Fishing Lodge
Fly Fishing		2	D		X					Fishing Lodge
Forestry		2	E	X						Nature Lodge
Geocaching		1					X			Scoutcraft
Geology		1						X		Nature Lodge
Golf		1	A, D \$10	X		X				Athletics Field
Hiking	5, 6	3	F						X	High Adv.
Horsemanship		2	A, E \$50							Off Camp Site
Indian Lore		2	A, E \$5	X			X			Iron Springs
Insect Study	4, 7	2	E						X	Nature Lodge
Leatherwork		2	A \$5			X		X		Iron Springs
Lifesaving		3	C						X	Waterfront
Mammal Study		1		X						Nature Lodge
Metalwork		2	A \$2		X	X		X		Iron Springs
Nature		2	E			X				Nature Lodge
Oceanography		2	E					X		Nature Lodge
Orienteering	7, 9	2		X						Scoutcraft
Personal Fitness	7, 8	2	F				X		X	Athletics Field
Pioneering		4					X			Scoutcraft
Plant Science		3	E					X		Nature Lodge
Pulp & Paper	7	1							X	Iron Springs
Reptile & Amph Study	8	1			X					Nature Lodge
Rifle Shooting	1d, 1f	2	A, B, D \$13	X	X					Rifle Range
Rifle (Muzzle option)	1d, 1f	3	A, B, D \$16			X				Rifle Range
Rowing		1	C	X	X					Waterfront
Shotgun Shooting	1d, 1f	3	A, B, D \$16					X		Shotgun Range
Small Boat Sailing		3	C, D					X		Waterfront
Soil & Water		1			X					Nature Lodge
Sports	4, 5a	2	F		X					Athletics Field
Swimming		2	C, D	X	X					Waterfront
Weather		2	E		X					Nature Lodge
Wilderness Survival		3	E				X			Iron Springs
Wood Carving		1	A, E \$4	X	X					Iron Springs
(A) Approximate material cost (arrow shafts, ammo, kits, etc) (B) Requires shooting skill (archery, rifle, or shotgun) (C) Participants must be able to qualify as a blue swimmer (D) Limited Enrollment (E) Requires Additional Time (F) Time intensive requirement, cannot be satisfied at camp Scouts need to come to classes with a copy of the merit badge pamphlet				Skill Level Key 1= 1 st year camper appropriate 2= 2 nd or 3 rd year appropriate 3=Experienced Campers only or must have prior experience 4= Demonstration of Tenderfoot, 2 nd Class, and 1 st Class rope skills required						

2011 MERIT BADGE & ACTIVITIES SCHEDULE

LeFeber Northwoods Camps

	9:00 a.m.	10:00 a.m.	11:00 a.m.	2:00 p.m.	3:00 p.m.	4:00 p.m.
Athletics Field	Golf	Sports	Golf	Personal Fitness	Athletics	Personal Fitness
Aquatics	Rowing Canoeing Swimming	Rowing Canoeing Swimming	Instructional Swim BSA Kayak BSA Snorkel	Small Boat Sailing Open Swim	Lifesaving Open Boating	
Eagle Quest				Tenderfoot	First & Second Class	Tenderfoot, First & Second Class
Fishing Lodge	Fishing	Fly Fishing	Fishing			
High Adventure	Cycling	Climbing (M,W,F) Free Climb (T,TH)		Climbing (M,W,F) Free Climb (T,TH)		Backpacking Hiking (M,W,F)
Iron Springs	Basketry (M,T,Th) Wood Carving Indian Lore	Metal Work Wood Carving	Metal Work Leather Work	Basketry (M,T,TH) Wilderness Survival Indian Lore	Archaeology Metal Work Leather Work	American Heritage Pulp & Paper
Nature Lodge	Mammal Study (M,T,TH) Environmental Science Forestry	Reptile and Amphibian Soil & Water Conservation Weather (M,W,F)	Nature Bird Study (M,W,F) Energy (M,W,F)	Astronomy Environmental Science Fish & Wildlife Management (M,W,F)	Plant Science Oceanography (M,T,TH) Geology (M,T,TH)	Open Advancement Insect Study (M,T,TH)
Scoutcraft	Camping Orienteering	Emergency Preparedness Cooking	Cooking Camping	Pioneering Geocaching	Emergency Preparedness Geology	
Shooting Sports	Archery Rifle Shooting	Archery Rifle Shooting	Archery Rifle (Muzzle Loading option)	Shotgun Shooting		

Climbing maximum at 12 people
 Fly Fishing maximum at 12 people
 Swimming maximum at 20 people
 Rifle maximum at 16 people

Muzzle Load maximum at 8
 Small boat maximum at 15
 Shotgun maximum at 10

Requirements are subject to change. As of November 30, 2010 these are the current requirements.

CAMP LEFEBER MERIT BADGE SIGNUP

NAME _____

MERIT BADGES I WANT TO SIGN UP FOR:

_____ TIME _____

_____ TIME _____

_____ TIME _____

All scouts must sign up for at least two merit badges.

Do not take 9:00 merit badges unless there is no alternative.

Do not sign up for 2 badges that meet at the same time!

Note some badges have pre-requisites that that need to be done before camp.

Some badges have an extra fee. This fee is to be paid AT CAMP.

Turn in this form as soon as possible!